CLAIMS

1. A method for limiting dissemination of content in an online game, the method comprising:

    a) hosting for transmission content designated as goal-activated content;

    b) transmitting the goal-activated content to the client upon a client request; and

    c) instructing the client to delete goal-activated content stored on the client.

2. The method of claim 1 wherein step b) comprises transmitting the goal-activated content to the client responsive to a determination that a player associated with the client has fulfilled a goal.

3. The method of claim 1 further comprising the step of receiving a history profile from the client.

4. The method of claim 3 wherein step c) comprises instructing the client to delete goal-activated content stored on the client in accordance with the history

5. The method of claim 1 further comprising the step of encrypting the goal-activated content prior to transmission to the client.

6. A method for limiting dissemination of content transmitted by a server in an online game, the method comprising:

    a) requesting goal-activated content from the server;

    b) receiving the goal-activated content from the server;

    c) receiving an instruction from the server to delete goal-activated content; and

    d) deleting goal-activated content.

7. The method of claim 6 wherein step c) comprises receiving, upon initialization of an executable program, an instruction to delete goal-activated content.

1   8. The method of claim 6 further comprising the steps of

2   maintaining a history profile comprising information about content received from the

3   server and

4   sending the history profile to the server.

1   9. The method of claim 8 wherein step c) comprises receiving an instruction to delete goal-

2   activated content in accordance with the history profile.

1   10. The method of claim 6 wherein step c) comprises receiving an instruction to delete all

2   goal-activated content.

1   11. The method of claim 6 further comprising the step of determining a player has fulfilled a

2   goal.

1   12. The method of claim 11 wherein step a) comprises requesting goal-activated content in

2   response to the fulfillment of the goal.

1   13. A method for limiting dissemination of content transmitted by a server to a client in an

2   online game, the method comprising:

3   a)   the client requesting goal-activated content from the server;

4   b)   the server transmitting the goal-activated content to the client;

5   c)   the server instructing the client to delete goal-activated content; and

6   d)   the client deleting goal-activated content.

1   14. The method of claim 13 further comprising the steps of

2   the client determining that a player associated with the client has fulfilled a goal, and

3   the server authenticating that a player associated with the client has fulfilled the goal.

1   15. The method of claim 14 wherein step a) comprises requesting goal-activated content in

2   response to the fulfillment of the goal, and wherein step b) comprises transmitting the

3   goal-activated content to the client responsive to the authentication.

1   16. The method of claim 13 further comprising the steps of

2   the client maintaining a history profile comprising information about content received

3   from the server, and

4   the client sending the history profile to the server.

1   17. The method of claim 16 wherein step c) comprises instructing the client to delete goal-

2   activated content in accordance with the history profile.

1   18. The method of claim 13 wherein step c) comprises the server instructing the client to

2   delete all goal-activated content.

1   19. The method of claim 13 wherein step c) comprises the server instructing the client to

2   delete goal-activated content upon initialization of an executable program by the client.

1   20. A computer based content dissemination limiting apparatus comprising:

2   a) a non-volatile memory element storing goal-activated data;

3   b) a transceiver receiving a connection request from a remote client on the network;

4   c) a processor determining that the goal-activated content is to be transmitted to the

5   client;

6   d) the transceiver transmitting the goal-activated content; and

7   e) the transceiver transmitting a deletion instruction to the client.